The Standard Book of Spells

of

Spells

by Miranda Goshawk

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GRADE 6

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Accio

SUMMONING CHARM

This charm summons an object to the caster, potentially over a significant distance. It can be used in two ways; either by casting the charm and then naming the object desired, or by pointing your wand at the desired object during or immediately following the incantation to "pull" the target toward the caster; in either case, the caster must concentrate on the object they wish to summon in order for the charm to succeed.

This spell is one of the oldest spells known to wizarding society. This spill's most famous use was by the Accionites and their leader, Gideon Flatworthy.

In the traditional wizarding tale "The Wizard and the Hopping Pot" from The Tales of Beedle the Bard, the son of the titular's pot's original owner summoned a lost donkey belonging to one of his fellow villagers

Aguamenti

WATER-MAKING CHARM

This charm conjures a jet of clear, pire, and drinkable water and shoots it from the tip of the caster's wand. This spell, in addition to being a charm, can be classified as a conjuration, an advance form of Transfiguration.

Depending on the caster's concentration and intentions, this charm can be anything from a simple jet of water to a wave.

HAND MOVEMENT

ALOHOMORA

UNLOCKING CHARM

The Unlocking Charm, also known as the Thief's Friend, is a charm that unlocks and opens doors and windows that are not protected by magic. It is also able to open doors locked by the Locking Spell (Colloportus). Before Alohomora, the most popular unlocking spell was Portaberto.

Although it is unknown who invented it (the spell was created in Africa) it was brought to Britain and hence to the world in the 17th century by Eldon Elsrickle.

HAND MOVEMENT

Ascendio

CLIMBING CHARM

This charm is used to lift the caster high into the air, or propel them to the surface should they be underwater at the time.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand upward.

AVIFORS

TRANSFIGURATION CHARM

The Aviators Spell is a transforming spell that is used to change the target of the caster into a bird, a flock of birds, or occasionally a flock of bats with a vivid flash of blue light.

When used in an offensive manner, a jet of blue light will shoot from the witch or wizard's want, erupting upon hitting the target and solidifying them into a bird.

Avifors should not be confused with the spell Avis, which is used to conjure a flock of birds but does not involve transformation.

HAND MOVEMENT

The hand movement for this charm is a sideways figure eight.
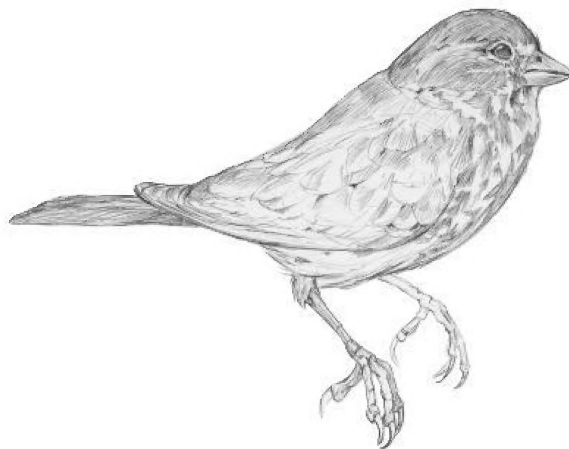
BOMBARDA

EXPLODING CHARM

Bombarda is the incantation of a charm used to provoke small explosions; one use for this explosion is to blast open sealed doors or to blow bars off windows. The incantation Bombarda Maxima is a stronger, more powerful variation of this spell.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.
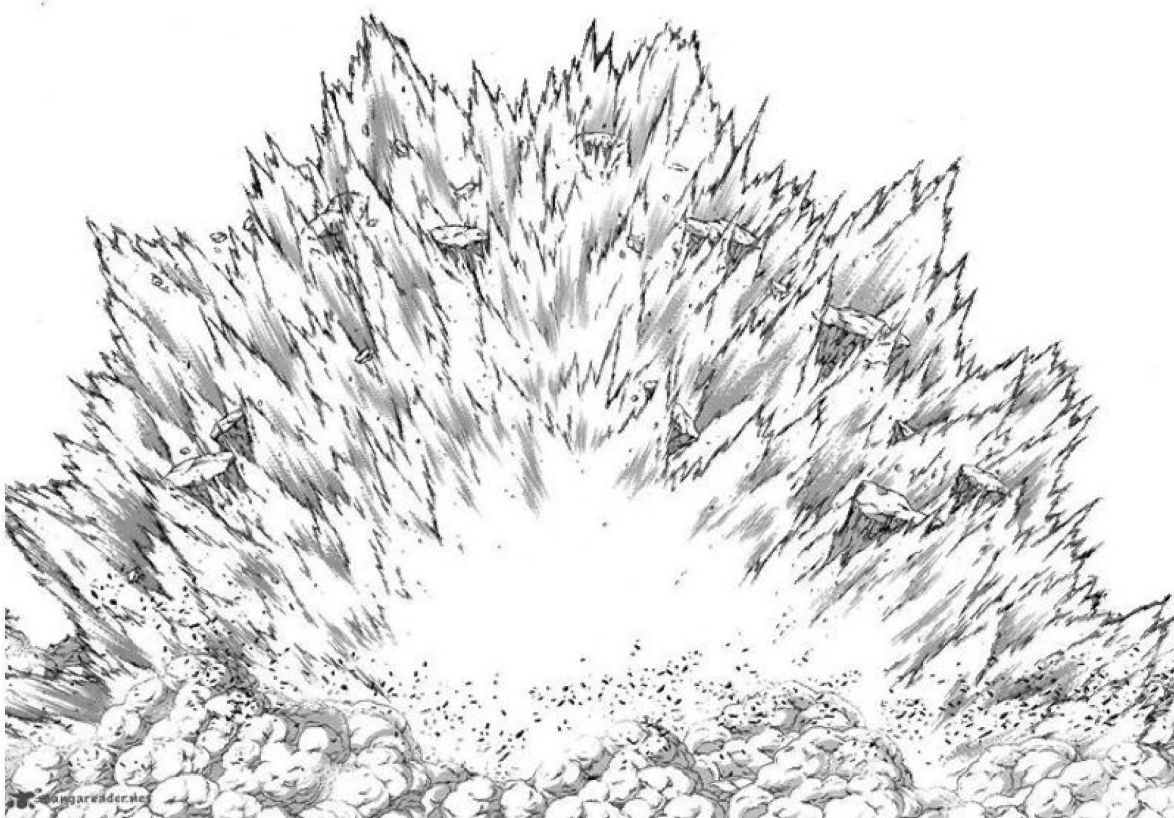
CARPE RETRACTUM

SUMMONING CHARM

The Seize and Pull Charm (Carpe Retractum) is a charm that creates a retractable, magical rope made of light. This rope can be used to pull objects within a certain distance toward the caster, or to pull the caster toward whatever they affix the spell to. It is generally used on inanimate targets, although it can be used on plants or animals.

Although this spell is easy enough to cast, it takes a fair amount of force to pull the target upon which the charm has been affixed. It is easier for stronger, more muscular individuals to pull things than it is for those with less strength. Therefore, it is recommended that the caster lean backwards when pulling heavier targets, thus allowing their body weight to carry a portion of the target's weight.

HAND MOVEMENT

The hand movement for this charm is a whip-like motion

Confringo

BLASTING CURSE

The Blasting Curse (Confringo) is a spell that causes anything that the spell comes into contact with to explode. This curse can be very dangerous and even deadly, if not used responsibly. This curse is also popular when it comes to dueling, as it can create maximum damage depending on the power behind the spell.

It is unknown who invented the curse and when, but considering that it has been used at least since the year 1420, it had to have been invented sometime before that. This curse was used during the First Wizarding War and several times during the Second Wizarding War.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

CONFUNDO

CONFUSION CHARM

The Confundus Charm (Confundo) is a charm which causes confusion in a person or bewitches an object. It appears that there are varying degrees of confusion caused by the spell, from simply tricking a person or thing about a specific incident to confusing a person to the point at which they endanger themselves.

HAND MOVEMENT

This spell seems to be rather difficult to cast. To cast it, one must point their wand directly at the person or thing that must be confused and incant, "Confundo." If one iscasting the charm on multiple targets, they must point their wand at each individual target in turn and incant once for every individual target.

Descendo

LOWERING CHARM

Descendo is a spell that causes any target object to move downwards, or in other words causes something to descend or lower itself.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Draconifors

TRANSFIGURATION CHARM

The Draconifors Spell is a transfiguration spell that is used to transform small objects into dragons, which can then be controlled by the caster. The dragons produced from this spell are much smaller and less powerful than true dragons, and their size depends on the object from which they are transfigured (i.e. a smaller object will produce a smaller dragon)

HAND MOVEMENT

The hand movement for this spell is to slash the caster's wand at the intended target.
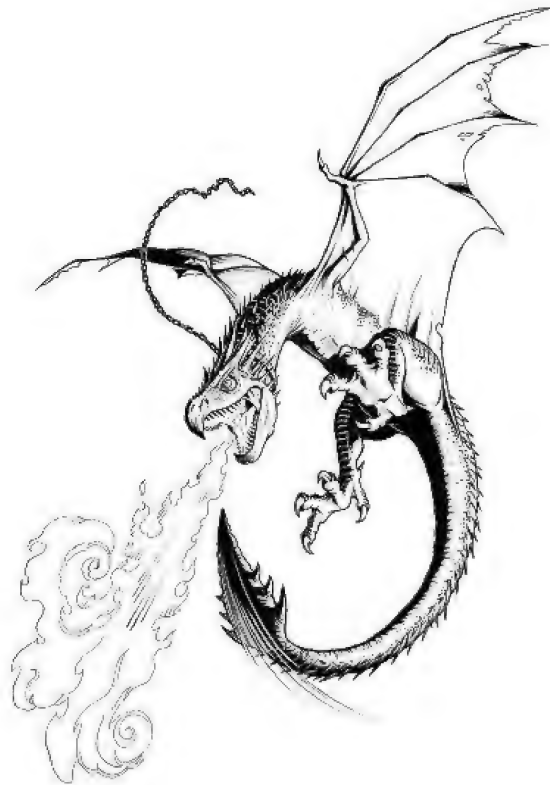
Engorgio

SWELLING CHARM

The Engorgement Charm (Engorgio) is a charm that causes the target to swell immensely. If the caster attempts to engorge the target bond a certain point, it will violently explode.

Although this spell is safe to use on animals, it is not recommended until the counter-charm has been perfected.

This charm appears as a circle of icy blue light emanating from the tip of the wand, much like a torch. Anything within this circle will grow exponentially, bouncing and shivering.

HAND MOVEMENT

Expecto Patronum

PATRONUS CHARM

The Patronus Charm (Expecto Patronum) is the most famous and one of the most powerful defensive charms known to wizard kind. This charm evokes a partially-tangible positive energy force known as a Patronus or spirit guardian. It is the primary protection agains Dementors and Lethifolds, against which there are no other defense.

There are two types of Patronuses: corporeal and incorporeal. Corporeal Patronuses are fully formed Patronuses that have a particular shape and form. Incorporeal Patronuses are ones which do not resemble any living creature and have few distinguishing features, if any. Incorporeal Patronuses resemble a burst of vapor or smoke without any clearly defined form shooting from the tip of the wand. While they may be partially effective at halting dementors, incorporeal Patronuses are not "fully-fledged" Paatronuses and thus are regarded as a more primitive or weaker version of the true charm.

The Patronus represents which is hidden, unknown, but necessary within the personality. When a human is confronted with an inhuman evil, such as the dementor, they must draw upon resources he or she may never have needed. Patronuses take forms that their casters might not expect, for which they have never felt a particular affinity, or (in rare cases) even recognize. Every Patronus is as unique as its creator and even identical twins have been known to produce very different Patronuses.

Patronus forms, however, are subject to change if the caster goes through an emotional upheaval of some sort, including falling in eternal, unchanging love. Additionally, some couples have "complementary" Patronuses, which are male and female versions of the same animal.

If a wizard is an animagus and can summon a corporeal Patronus, the two may take the same form.

HAND MOVEMENT

Expelliarmus

DISARMING CHARM

The Disarming Charm, also known as the Expelliarmus Spell or Disarming Spell is a defensive charm that forces the victim to release whatever they are holding at the time. It is common to use this spell in duels, to make an opponent release their wand. The Disarming Charm always appears as a jet of red light, however, the intensity of the light appears to correspond to the strength of the spell.

It is not known precisely who created the Disarming Charm. Some wizarding historians claim that it may have been invented by Merlin himself, others claim that its first widespread use was in Madagascar in the 11th century.

HAND MOVEMENT

Finite Incantatem

GENERAL COUNTER-SPELL

The General Counter-Spell (Finite Incantatem) is a counter-spell for general use. The General Counter Spell terminates all spell effects ranging from simple spells, such as the Jelly-Legs Jinx, to more complicated spells, such as Atmospheric Charms.

It may be used in duels or on an entire home, as a precaution before a wizard answers the door.

HAND MOVEMENT

Glacius

FREEZING SPELL

The Freezing Spell (Glacius) is a freezing charm that causes air in front of the tip of the wand to reach cold temperatures in the extreme, which in turn extinguish fires, create ice blocks from water, and cool of salamanders. The spell is capable of freezing several inches of water solid within seconds, making it durable for some individuals to walk across without falling through or inuring themselves.

This charm has the unfortunate side-effect of making the breath of anyone nearby turn into thick white mist due to the extreme frigidity caused by the spell's casting.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Hominum Revelio

HUMAN PRESENCE-REVEALING CHARM

The Human Presence-Revealing Spell is the charm which reveals if any humans are present in the surrounding environment. The spell indicates a body by a marker, the appearance of which is unknown, but which can be felt by the target as something "swooping" low over him/her.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

IMMOBULUS

FREEZING CHARM

The Freezing Charm (Immobulus) is a spell that which immobilizes living targets. Additionally, it can be used to disable Muggle burglar alarms, or disable any sort of electronic device.

HAND MOVEMENT

Impedimenta

SLOWING JINX

The Impediment Jinx (Impedimenta), also known as the Impediment Hex, is a jinx that slows down the intended target. Additionally, it can be used to push or throw a target backward, decrease the velocity of the victim's momentum, or it can even levitate them.

The effects of this jinx are only temporary, lasting about ten seconds.

HAND MOVEMENT

INCENDIO

FIRE-MAKING CHARM

The Fire-Making Spell (Incendio), also known as the Fire-Making Charm, is a charm that can be used to conjure a jet of orange and red flames, thereby setting things on fire.

However, although this spell is usually used for simple tasks such as lighting a warm hearth, it can be dangerous to fellow witches and wizards if used out of context,

HAND MOVEMENT

LEGILIMENS

MIND-READING CHARM

The Legilimency Spell (Legilimens) allows the caster to perform Lefilimency, or in other words, to delve into the mind of the victim. This permits the caster to see memories, emotions, and thoughts. Skilled Legilimens are able to perform Legilimency without using the incantation or a wand.

Voldemort has used this spell extensively, both without a wand and nonverbally, to enter the minds of those he wished to interrogate.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

LEVICORPUS

HOISTING JINX

Levicorpus is the incantation of a jinx. The spell, which was intended to be cast nonverbally (but which can be spoken aloud), causes the victim to be hoisted into the air by their ankles.

The counter-jinx for this spell is Liberacorpus.

This jinx was invented by Severus Snape and recorded under his pseudonym the "Half-Blood Prince" during his time as a student at Hogwarts School of Witchcraft and Wizardry. In 1976, there were a couple of months where the spell became quite popular, and students could barely walk around without being hoisted up in the air by their ankles.

HAND MOVEMENT

The hand movement for this charm is an upward flick.

LUMOS

WAND-LIGHTING CHARM

The Wand-Lighting Charm (Lumos) is a light-creating spell that is used to illuminate the tip of the caster's wand. Additionally, the light can repel spectral foes such as Gytrashes and malevolent spirits.

If one charges the spell properly, it will appear lemon-yellow; if one over-charges it, it will appear a vibrant scarlet. The counter-charm for the spell is the Wand-Extinguishing Charm (Nox).

Despite its simplicity, the Wand-Lighting Charm was not invented until the 18th century. It was first used publicly by Levina Monkstanley, its inventor, in the Ministry of Magic in 1772.

HAND MOVEMENT

Muffliato

QUIETING CHARM

The Muffliato Charm (Muffliato) is a spell that is used to fill the ears of any person in the vicinity of the caster with an identifiable buzzing sound, so as to allow conversing without being overheard.

The spell was invented by Severus Snape and was recorded during his time as a student at Hogwarts School of Witchcraft and Wizardry.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Nox

WAND-EXTINGUISHING CHARM

The Wand-Extinguishing Charm (Nox) is a spell that causes the light at the end of the caster's wand to be extinguished. This spell is the counter-charm for the Wand-Lighting Charm (LUmos)

It can be assumed this spell was invented by the same person who invented the Wand-Lighting Charm, Levina Monkstanley.

HAND MOVEMENT

OBLIVIATE

MEMORY CHARM

The Memory Charm (Obliviate), also known as a Forgetfullness Charm, is a spell that can be used to erase memories from an individual's mind. Memory Charms are generally intended to erase a specific memory, but can be used to cover up major incidents.

If performed improperly, a Memory Charm could erase significant portions of an individual's memory and cause brain damage, with difficulty in recovery.

HAND MOVEMENT

Obscuro

BLINDFOLD CHARM

Obscuro is the incantation of a transfiguration spell that is used to conjure a blindfold over the eyes of the intended victim, therefore obstructing their view of heir surroundings.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.
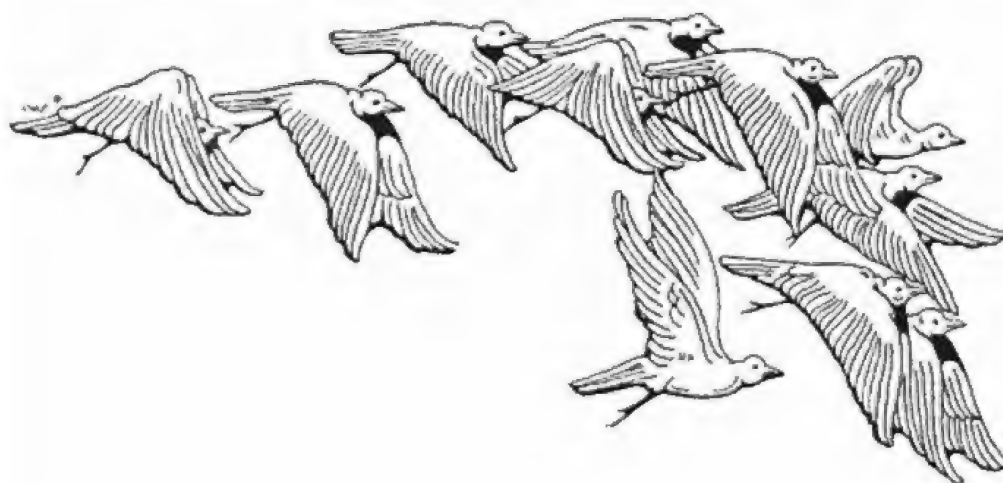
Oppugno

ATTACK JINX

The Oppugno Jinx (Oppugno) is a spell that directs an object or individual to attack the intended victim. This jinx causes conjured creatures (such as birds), or other moveable objects, under the control of the caster to attack the target.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Periculum

SPARK-CREATING SPELL

Periculum is a charm that allows the caster to send out red sparks from their wand. The sparks are firework-like in appearance, and have a vast range. These sparks shoot up to a great height, and then hover in the spot where the caster aimed. Much like a Muggle flare gun, the spell is used to single that one is in danger and in need of help.

This spell may be related to Vermilious, a spell with seems to also produce red sparks. Periculum may also be a variation of green and red sparks.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Petrificus Totalus

FULL BODY-BIND CURSE

The Full Body-Bind Curse (Petrificus Totalus), also known as the Body Freezing Spell, is a curse that paralyses the opponent. This spell is often used by inexperienced or young wizards in dueling.

The effects of this curse are that the victim's arms and legs snap together, causing them to fall down as stiffly as a board.

The Full Body-Bind Curse is fundamentally different from petrification, which is highly advanced Dark Magic and which cannot be reversed by a simple counter-curse

HAND MOVEMENT

Piertotum Locomotor

ANIMATION CHARM

Piertotum Locomotor is the incantation of a charm that is used to bring life to those artifacts that had previously been inanimate and unmoving. The target's movements can be controlled by the caster of this charm.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target, and then holding it aloft if pointing at multiple targets.

Prior Incantato

REVERSE SPELL

The Reverse Spell (Prior Incantato) is a spell that forces a wand to show an "echo" of the most recent spell it has performed.

An especially rare manifestation of this spell is known as Priori Incantatem. This occurs as an unintended consequence of two wands with twin cores having to duel each other, and it results in the winner's wand forcing the loser's wand to reproduce "echoes" of the most recent spells it has performed in reverse order.

HAND MOVEMENT

The hand movement for this charm is holding the tip of the wand to the targeted wand.

PROTEGO

SHIELD CHARM

The Shield Charm (Protego) is a term applied to several varieties of charms. These charms create a magical barrier to deflect physical entities and spells in order to protect a certain person or area. Conjurations may sometimes rebound directly off it back towards the caster, or in other cases, may ricochet off in other directions or dissipate as soon as they hit the shield. The only spell the Shield Charm cannot defend against is the Killing Curse, since it cannot be blocked.

It is unknown who the inventor of the spell was, and when the spell was invented.

HAND MOVEMENT

REDUCIO

SHRINKING CHARM

The Shrinking Charm (Reducio) is a charm that enables a witch or wizard to decrease the apparent physical size of their target, both internally and externally. It can also act as the counter-spell for the Engorgement Charm, causing the Engorged object to return to its original size.

There are several variations of this charm, such as the tooth-shrinking charm.

HAND MOVEMENT

REDUCTO

BLASTING CURSE

The Reductor Curse (Reducto) is a curse that can be used to blast solid objects into pieces. It is rather easy to reduce a target to a fine mist or a pile of ashes.

It is unknown when and who invented this spell. It was used multiple times during gate Second Wizarding War.

HAND MOVEMENT

Reparo

MENDING CHARM

The Mending Charm (Reparo), also known as the Repairing Charm, is a spell that can be used to seamlessly repair a broken object. The Mending Charm is effective at repairing most materials. However, damage caused by certain rate, powerful curses (such as Fiendfyre) are impossible to undo.

This charm is suitable only for use on inanimate objects. Use on living beings is entirely proscribed and can result in serious scarring if used in an attempt to heal wounds. This charm does not seem to work on objects of powerful and complex magic, such as Vanishing Cabinets or wands.

This charm was invented by Orabella Nuttley, an employee of the Improper Use of Magic Office in the Ministry of Magic in or before 1754. She used this charm to repair the Colosseum after it had been accidentally destroyed.

HAND MOVEMENT

Riddikulus

BOGGART-BANISHING SPELL

The Boggart-Banishing Spell (Riddikulus) is a charm that is used in defense against a Boggart. This spell causes the creature to assume a form that is humorous to the caster, along with a whip-crack noise, thereby counteracting the Boggart's ability to terrorize.

Boggarts are defeated by laughter, so forcing them to assume an amusing form is the first step to defeating them. However, because Boggarts are amortal, this spell does not truly dispel them.

HAND MOVEMENT

Sonorus

AMPLIFYING CHARM

The Amplifying Charm (Sonorus) is a charm that can be used to amplify the targeted sound.

This charm is particularly useful for amplifying one's voice, although using it on oneself for a long period of time will result in hoarseness thereafter. When using the charm on an inanimate object, one must either verbally or non-verbally recite the incantation.

The counter-spell to this charm is Quietus.

HAND MOVEMENT

The hand movement for this charm is simply pointing the caster's wand at the intended target.

Stupefy

STUNNING SPELL

The Stunning Spell (Stupefy), also known as a Stunner or Stupefying Charm, is a spell that renders a victim unconscious and halts moving objects. This spell is also commonly used in duels, and is quite useful if one's opponent is unconscious and unable to continue the duel. This results in a guaranteed victory for the caster.

It is unknown who invented the spell and when.

HAND MOVEMENT

Capacious Extremis

UNDETECTABLE EXTENSION CHARM

The Undetectable Extension Charm (Capacious Extremis), or simply Extension Charms, is a charm that extends the internal dimensions of the target object without affecting the external dimensions. The charm also magically disguises itself so that no one but the caster (and those the caster confides in about the charm) can realize that this spell has been cast over the object, even if they are experiencing it.

Undetectable Extension Charms are advanced spells, but are subject to strict Ministry of Magic control due to the possibility of creating breaches of the International Statute of Wizarding Secrecy.
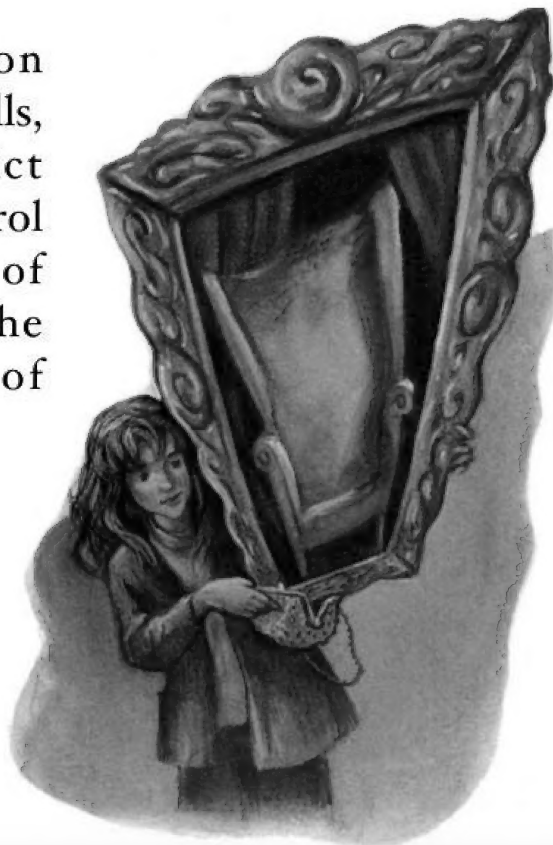
Wingardium Leviosa

LEVITATION CHARM

The Levitation Charm (Wingardium Leviosa) is a charm used to make objects fly or levitate.

There are a number of lesser variations of the Levitation Charm, such as the Hover Charm, the Rocket Charm, and the Floating Charm.

The Levitation Charm was first developed in the 16th century by the warlock Jarleth Hobart after he was able to deviate himself up in mid-air.

HAND MOVEMENT